£1.20 ● Nº 81 ● 5 JULY 1996 ● UK's OFFICIAL SEGA COMIC ● EVERY FORTNIGHT

SONIC THE COMIC

WIN! SONIC 2 JACKET PATCHES!

CHAOTIX CHARGE!

MORE OF THE FAB FOUR!

NEW TAILS STORY

REVIEWS

THE HORDE!

BRIAN LARA 96 CRICKET!

MOVIE GAMES

Q ZONE

FEATURING

TOY STORY!

9 770969 304037 81

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Welcome to this megamental issue - guaranted to blow your thrill circuits! Not only is Sonic's other self, Super Sonic, causing havoc in Running Wild, but the Fundamental Four go to pot in the concluding part of the Chaotix story.

Tails resorts to Shock Tactics, as he tries his best to keep the Badniks at bay. Elsewhere on Mobius, the baddest Badnik of them all, Brutus, is in power mad mode - so watch out!

The Review Zone rises to a sporty challenge with Brian Lara '96 Cricket, and for those who like to pit their wits, check out The Horde.

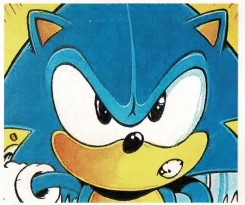
STC goes to Hollywood as the Q Zone queues up for a movie games special, and last but by no means least, there's the chance for 80 of you to win exclusive - not available in the shops - Sonic 2 Jacket Patches, in *STC*'s segasational compo! So, practice some sewing skills - you might just get lucky! Which is more than I can say for me, I've just been asked by those lazy humes to do the coffee run (again!).

Megadroid

SONIC SPECIAL ALERT!

News of Knuckles starring in his first ever Special, really ruffled Sonic's spikes! Never the one to be out-done, Sonic gets his own back in the **1996 Sonic Holiday Special** on sale, **Saturday, 6 July, 1996.**

Sizzling hot with three new stories, pin-up's, a Sega Saturn compo, *and* ... now keep this under your hats, Boomers ... step-by-step secrets of How to draw Sonic, plus heaps more besides!



Speed along to your newsagents and order your copy of the Sonic Holiday Special - NOW!

- EDITOR: Deborah Tate
- ASSISTANT EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Nigel Kitching

CONSULTANT: RICHARD BURTON
PRODUCTION: SARAH COLLEY

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SEGA COMPILED BY ChartTrack

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	●	TOY STORY
2	●	FIFA SOCCER '96
3	●	SONIC AND KNUCKLES
4	↑	AUSTRALIAN RUGBY LEAGUE
5	RE	PGA TOUR GOLF '96
6	↑	MICRO MACHINES '96
7	↑	MICKEY MANIA
8	↓	ECCO 2: THE TIDES OF TIME
9	↓	SONIC THE HEDGEHOG 2
10	RE	MICRO MACHINES 2

SATURN

1	NEW	X-MEN: CHILDREN OF THE ATOM
2	●	VIRTUA COP
3	●	SEGA RALLY
4	↓	WIPEOUT
5	↓	FIFA SOCCER '96
6	↓	VIRTUA FIGHTER 2
7	↑	WORMS
8	↓	MAGIC CARPET
9	RE	FIRESTORM: THUNDERHAWK 2
10	●	SIM CITY 2000

MEGA-CD

1	RE	REBEL ASSAULT
2	↑	BRUTAL: PAWS OF FURY
3	↓	SOULSTAR
4	↓	EARTHWORM JIM
5	↓	B.C.RACERS
6	●	WORLD CUP USA '94
7	↑	TOMCAT ALLEY
8	↓	SNATCHER
9	↓	ETERNAL CHAMPIONS
10	RE	THUNDERHAWK

GAME GEAR

1	↑	SONIC THE HEDGEHOG 2
2	RE	STAR TREK: GENERATIONS
3	↓	THE LION KING
4	●	FIFA SOCCER '96
5	RE	MICRO MACHINES 2
6	↓	SONIC CHAOS
7	↓	ECCO 2: THE TIDES OF TIME
8	↓	SONIC THE HEDGEHOG
9	RE	COLUMNS
10	↓	REN AND STIMPY

SONIC THE HEDGEHOG
Running Wild
Part 2
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE' VILLE
THE SITUATION IS SIMPLE AND DEADLY: SONIC HAS TURNED SUPER. OUT OF CONTROL. HE'S OUT TO GET AMY AND ANYONE ELSE WHO GETS IN HIS WAY!
AMY ROSE, PREPARE TO DIE!
SONIC, NO...
SHA-OOOOM!
OH NO, NOT OUR CARAVAN!
THAT'S THE LEAST OF OUR PROBLEMS, TAILS!

I DON'T SEE ANYTHING MOVING... IF SONIC HAS TURNED BACK INTO HIS NORMAL SELF IN THAT INFERNO...
HAHAHAH! THESE FLAMES CANNOT HARM ME! NOTHING CAN HARM SUPER SONIC! HAHAHA!
OH BOY, HE'S REALLY GONE THIS TIME!
LET'S FIND SOME COVER UNTIL WE CAN WORK OUT WHAT TO DO!
IN OTHER WORDS, RUN FOR IT!
WHERE'S HE GONE? I CAN'T SEE HIM ANYWHERE. WHERE'S HE GONE?
TAILS, THIS IS NO TIME TO PANIC!
PERMISSION TO PANIC, DEAR FRIENDS!
KARRRR

RUMMBLE!
LOOK OUT, HE'S DIVING AT US AGAIN!
EVERYONE DOWN!
YOU WORMS CANNOT DODGE ME FOREVER!
NEXT TIME I'LL GET YOU! NEXT TIME I'LL ...
SHROOOOM!
RUMBLE!
SONIC! OH NO!

I KNOW HOW POWERFUL SONIC IS WHEN HE'S SUPER... BUT CAN HE SURVIVE THAT?
LOOK!
HOW DO YOU DEFEAT SOMETHING LIKE THAT?
TAILS, YOU CAN FLY. GET HELP... PERHAPS KNUCKLES CAN...
NO, I WON'T LEAVE YOU!
WAIT! JOHNNY MENTIONED FLYING... THAT GIVES ME AN IDEA!
FOLLOW ME!
RUN, SEE IF I CARE! YOU CAN'T HIDE FROM ME! HAHAHAHA!
THERE IT IS... SOMEHOW THE PLANE HAS ESCAPED BEING DAMAGED!

COME OUT, COME OUT WHEREVER YOU ARE...
THERE'S NO NEED TO HIDE FROM YOUR BEST FRIEND!
AH HA, TRYING TO RUN OUT ON ME, EH?
I'M BORED! TIME TO FINISH THIS!
SHRKKKK!
THOOOM!

HAHA AHAH A
HAH HAH
AHA HAH
HAH A AHA
AHA HAH A
HAH HAH HA
AHAH HA HA
HAHA HA AHAH
HA HA
NO...
OH NO...

WHAT HAVE I DONE?
NEXT ISSUE: SONIC NO MORE?

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

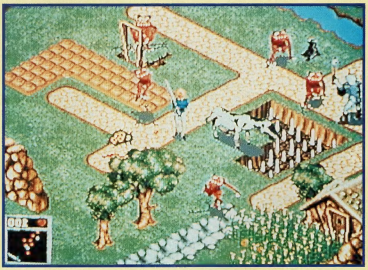
THE HORDE

Reviewed by Chris Jones

SATURN

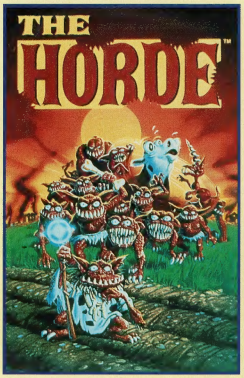
SATURN

GAME TYPE: 3D STRATEGY
PLAYERS: 1
PUBLISHER: BMG INTERACTIVE
PRICE: £44.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: 11 +



If you've ever played *Sim City*, one of the most successful computer games ever, you'll feel totally at home with **The Horde**. This game has a similar kind of strategy, but instead of building a city, your task is to take care of a village, under attack by Gremlin-type characters, known as the Horde.

As controller, you play the role of Sir Chauncey whose aim is to turn the village into a thriving and profitable community. You're given money at the start of the game which must be spent wisely on items ranging from trees (which, once planted and grown, can be sold for a profit) to money-making cows. As the village improves, it attracts more people who in turn, build houses and grow profit-making crops.



With the exception of the tax inspectors, the biggest danger is the Horde. These nasties come along after each season, attempting to completely destroy the village. You can stop them by using your sword or by employing extra people to help you do the job.

Overall, **The Horde** is a very addictive game. However, the graphics and sound are nothing special, although gameplay is excellent. A great choice if you're a 'thinking' gamer!

FINAL COUNTDOWN

RAVES
An addictive and challenging game.

GRAVES
Average graphics and sounds.

GRAPHICS 78
SOUND 64
PLAYABILITY 87
OVERALL 82

BRIAN LARA '96 CRICKET

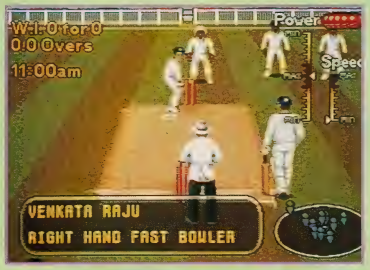
Reviewed by Chris Jones

MEGA DRIVE

GAME TYPE: SPORT
PLAYERS: 1-4

PUBLISHER: CODEMASTERS
PRICE: £44.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL AGES



The smell of freshly cut grass, the sound of leather on willow, cucumber sandwiches, and **Brian Lara '96 Cricket** are the things that, for some people, make summer great.

Yes, ace West Indian batsman, Brian Lara, who starred in the third best-selling Mega Drive game of last year, is back with a wristy square cut to the boundary!

Brian Lara '96 has improved graphics, gameplay and a selection of new features, making it the reigning, definitive, cricket sim. It features a limited overs competition with all 18 County cricket teams, a complete set of players statistics that include last summer's averages, and a World Cup competition, packed with all the teams who took part in it earlier this year. With a choice of 15 different players, you can tweak your squads and decide who gets to bat and in what order.

Controlling the different actions of the cricketers is challenging. When batting, you have an idea of where the ball will land from a white box that appears on the wicket. You can also see how much power and spin a delivery has. Practice is needed before picking the right shot for the right ball. When bowling, you pitch the ball on the strip using the D-pad and you can also select the power and spin on it, too. Fielding is easier, you'll automatically gain control of the man nearest the ball, then it's up to you to chase after, and return it, over the stumps.

New features include an option to replay one of six historic cricket matches - great fun, for cricket lovers. A full nets facility allows you to practice improving your game, and change weather conditions (typical!). In cricket terms, **Brian Lara '96** is a great sequel and plays a marvellous innings.

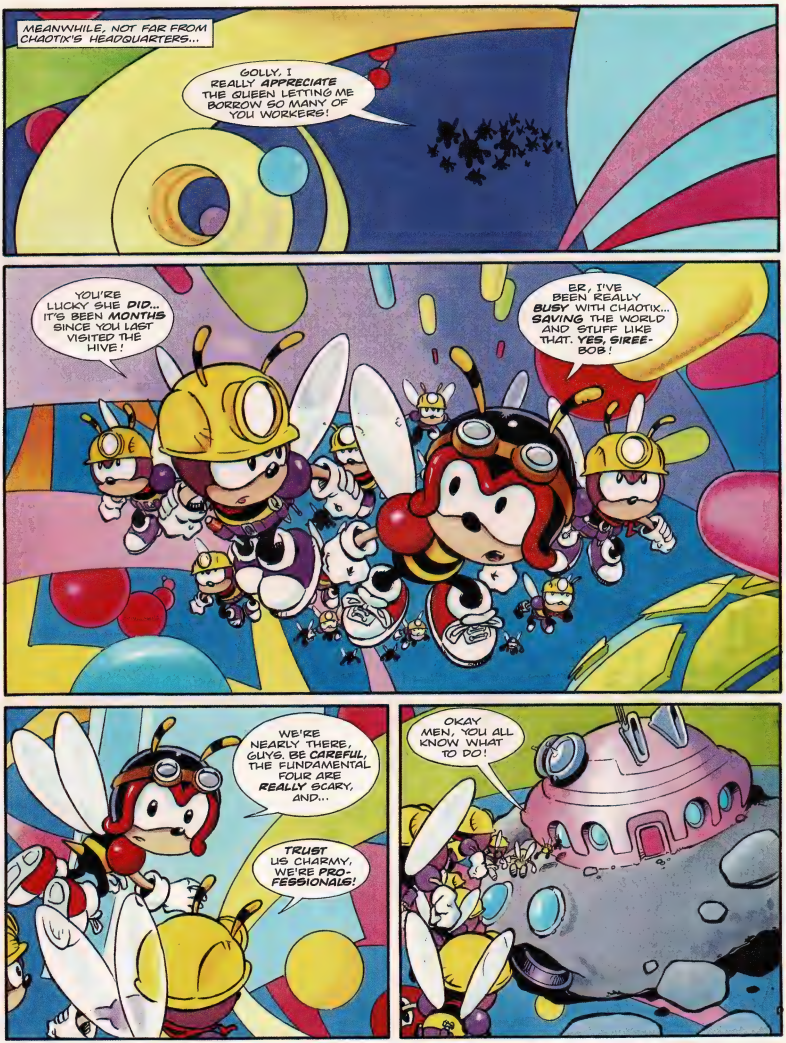
FINAL COUNTDOWN

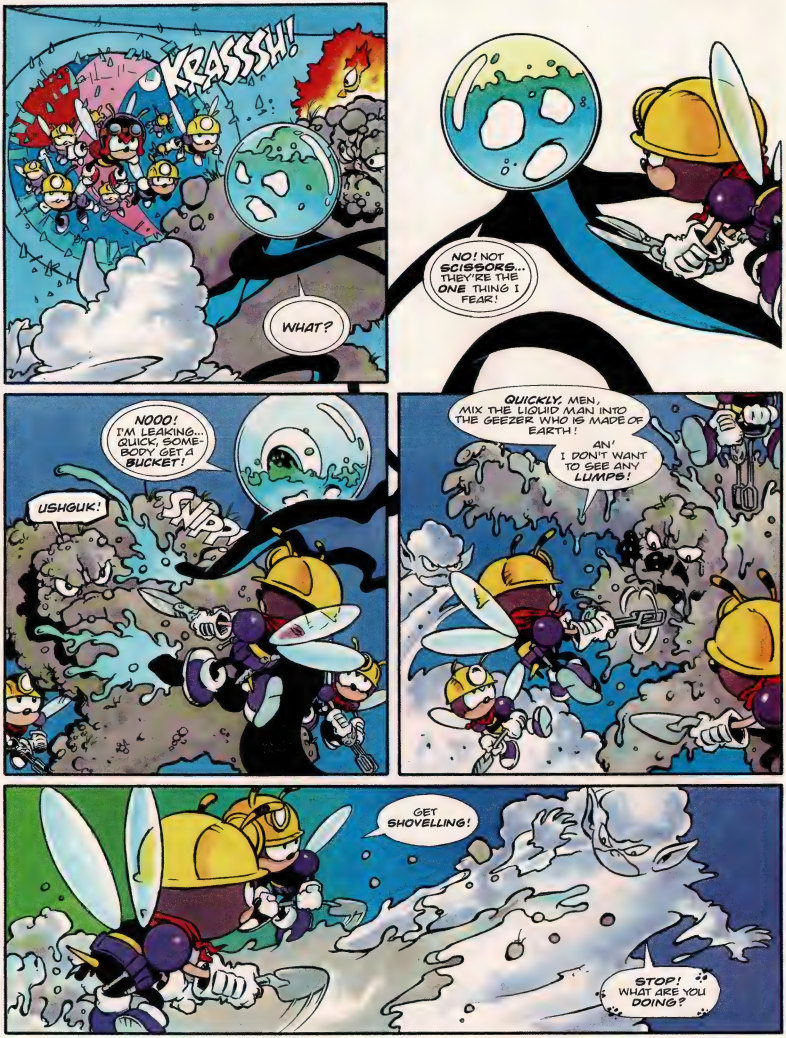
RAVES
Worth buying, even if you've got the original.

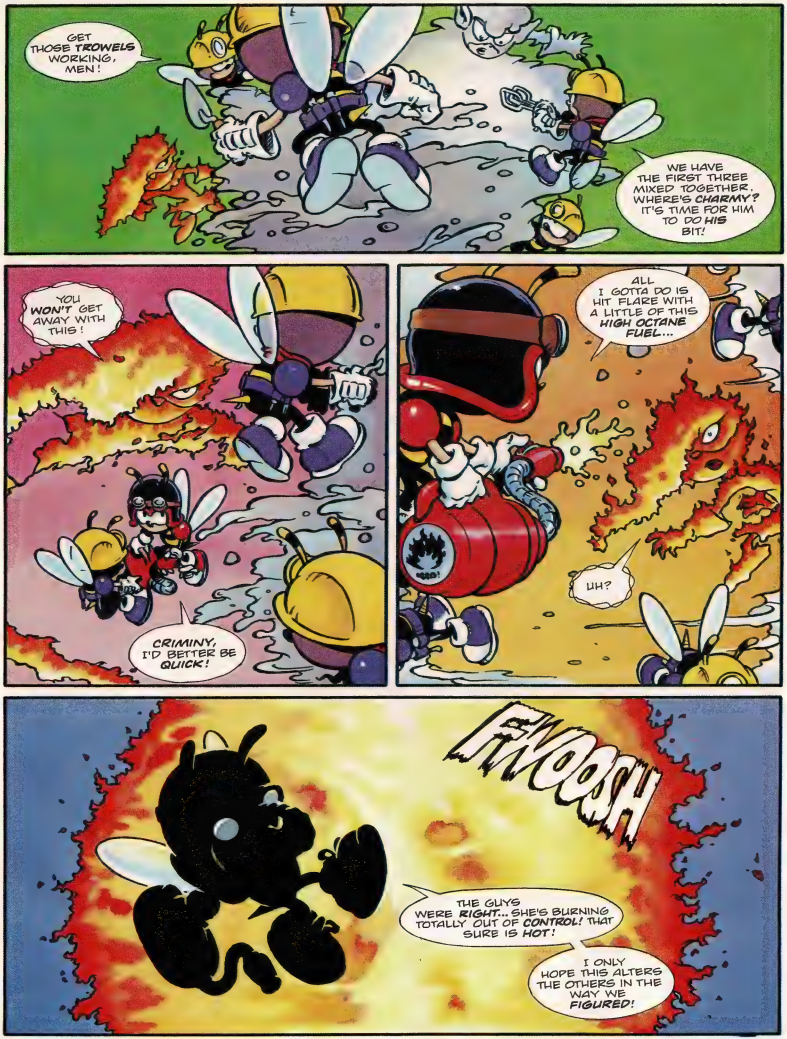
GRAVES
More fun as a two-player game..

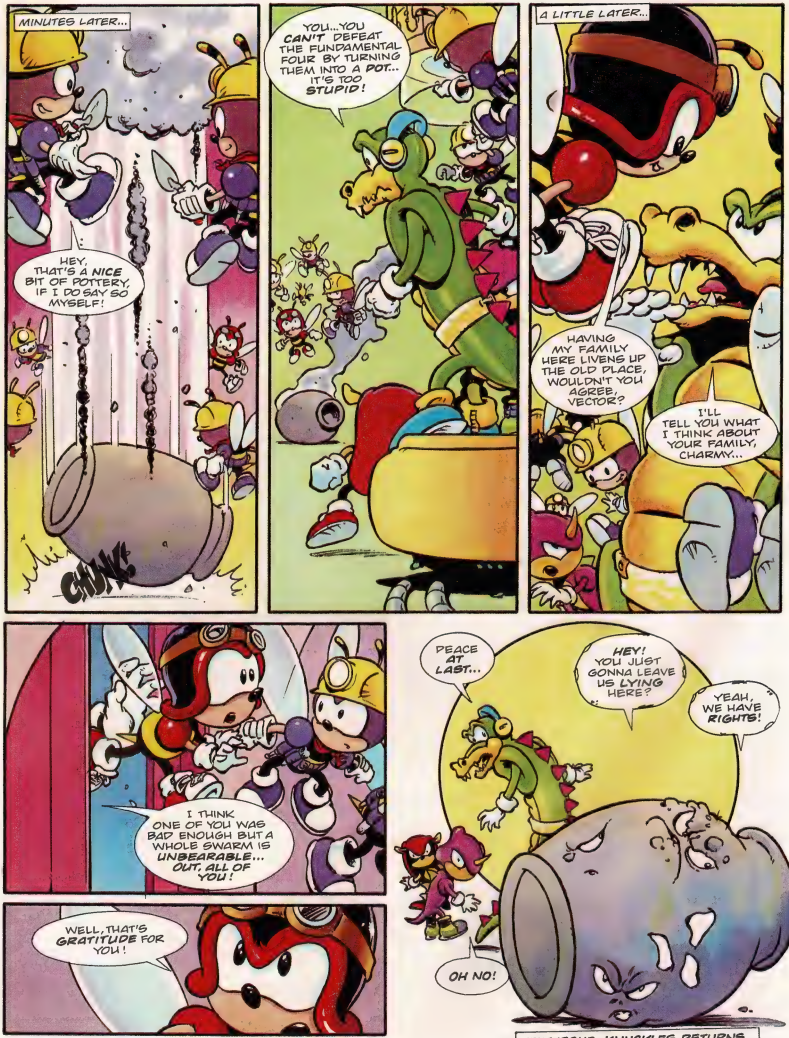
GRAPHICS 80
SOUND 82
PLAYABILITY 84
OVERALL 82

Chaotix Crew
Part 2
The Fundamental Four
Script: NIGEL DOBBYN & NICKI KITCHING Art: NIGEL DOBBYN Colouring: GINA HART Lettering: ELITTA FELL
THE FUNDAMENTAL FOUR SPENT FOUR YEARS IN PRISON THANKS TO CHAOTIX! NOW, THEY'VE BROKEN OUT AND ARE SEEKING REVENGE!
IT'S OVER, CHAOTIX, ONE PUSH OF THIS BUTTON AND YOU'LL BE LIQUIDISED!
THEN WE TRACK DOWN CHARMY BEE... IT'S GOING TO BE A REAL PLEASURE TAKING CARE OF HIM!
HODYE NEF JODOD!
YOU SAID IT, GRAVEL!
ENOUGH TALK, SQUALL, LET'S PUSH THE BUTTON AND GET OUT OF HERE!


MEANWHILE, NOT FAR FROM CHAOTIX'S HEADQUARTERS...
GOLLY, I REALLY APPRECIATE THE QUEEN LETTING ME BORROW SO MANY OF YOU WORKERS!
YOU'RE LUCKY SHE DID... IT'S BEEN MONTHS SINCE YOU LAST VISITED THE HIVE!
ER, I'VE BEEN REALLY BUSY WITH CHAOTIX... SAVING THE WORLD AND STUFF LIKE THAT. YES, SIREE-BOB!
WE'RE NEARLY THERE, GUYS. BE CAREFUL, THE FUNDAMENTAL FOUR ARE REALLY SCARY, AND...
TRUST US CHARMY, WE'RE PRO-FESSIONALS!
OKAY MEN, YOU ALL KNOW WHAT TO DO!


KRASSSH!
WHAT?
NO! NOT SCISSORS... THEY'RE THE ONE THING I FEAR!
NOOO! I'M LEAKING... QUICK, SOMEBODY GET A BUCKET!
USHGUK!
SNIP!
QUICKLY, MEN, MIX THE LIQUID MAN INTO THE GEEZER WHO IS MADE OF EARTH!
AN' I DON'T WANT TO SEE ANY LUMPS!
GET SHOVELLING!
STOP! WHAT ARE YOU DOING?


GET THOSE TROWELS WORKING, MEN!
WE HAVE THE FIRST THREE MIXED TOGETHER. WHERE'S CHARMY? IT'S TIME FOR HIM TO DO HIS BIT!
YOU WON'T GET AWAY WITH THIS!
CRIMINY, I'D BETTER BE QUICK!
ALL I GOTTA DO IS HIT FLARE WITH A LITTLE OF THIS HIGH OCTANE FUEL...
UH?
FWOOSH
THE GUYS WERE RIGHT... SHE'S BURNING TOTALLY OUT OF CONTROL! THAT SURE IS HOT!
I ONLY HOPE THIS ALTERS THE OTHERS IN THE WAY WE FIGURED!


MINUTES LATER...
HEY, THAT'S A NICE BIT OF POTTERY, IF I DO SAY SO MYSELF!
CHUNK
YOU...YOU CAN'T DEFEAT THE FUNDAMENTAL FOUR BY TURNING THEM INTO A DOT... IT'S TOO STUPID!
A LITTLE LATER...
HAVING MY FAMILY HERE LIVENS UP THE OLD PLACE, WOULDN'T YOU AGREE, VECTOR?
I'LL TELL YOU WHAT I THINK ABOUT YOUR FAMILY, CHARMY...
I THINK ONE OF YOU WAS BAD ENOUGH BUT A WHOLE SWARM IS UNBEARABLE... OUT, ALL OF YOU!
WELL, THAT'S GRATITUDE FOR YOU!
PEACE AT LAST...
HEY! YOU JUST GONNA LEAVE US LYING HERE?
YEAH, WE HAVE RIGHTS!
OH NO!
NEXT ISSUE: KNUCKLES RETURNS.

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CHAOTIX ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER. BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.

Thomas Wilson, Plymouth, Devon. MD owner. Crayola Overwriter Pack Winner.

Anon. Please send full name and address details. Crayola Overwriter Pack Winner.

Steven Daglish, Newcastle Upon Tyne. MD/MS owner. Crayola Overwriter Pack Winner.

Anon. Please send full name and address details. Crayola Overwriter Pack Winner.

Christopher Yoong, Edgware, Middlesex. MD owner. Crayola Overwriter Pack Winner.

Alex Chu, Edinburgh, Scotland. Crayola Overwriter Pack Winner.

Robert D. Morris, St Albans, Herts. Crayola Overwriter Pack Winner.

To help get your handywork selected in future Graphic Zones, please take note of the following tips:

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the comic - come up with your own ideas.

* Include your name and address, preferably written in capital letters on the back of the page.

* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA OVERWRITER COLOUR FIBRE-TIPPED PENS.

How do you get X-ray vision

See the special instant win packs for details.

Hold this up to the mirror to find out how.

TAILS
SHOCK TACTICS!
COMPLETE NEW STORY
Script: LEW STRINGER Art: MIKE HADLEY
Colouring: STEVE WHITE Lettering: TOM FRAME
TAILS IS STILL BUSY DEFENDING THE CASINO NIGHT ZONE FROM ATTACKS BY BADNIKS...
DESTROY ALL LIFE-FORMS!
AAGHH!
FWAPP!
NOT TODAY THANK YOU!
ZZAKKK
TAILS IS WINNING! YAYYY!
HRRMPH!
YOU SAVED US AGAIN, TAILS! YAA-HOO!
YOU DID GOOD, TAILS!
NOT GOOD ENOUGH IF YOU ASK ME!
MY NAME'S MAX GAMBLE! I OWN THE LOCAL CASINO AND I'M LOSING CUSTOMERS, THANKS TO YOU!
HOW COME?

YOU'RE JUST NOT GETTING RID OF THE BADNIKS FAST ENOUGH! MY CUSTOMERS ARE ALL STAYING HOME IN CASE THEY'RE ATTACKED!
I-I'M TRYING MY BEST, MISTER GAMBLE, BUT THERE ARE SO MANY BADNIKS AROUND!
GET IT SORTED, FOX... OR A COUPLE OF MY BOYS WILL PAY YOU A VISIT!
BIG BULLY!
CHEER UP, BUDDY! WE THINK YOU'RE THE BEST!
WELL, SECOND BEST TO SONIC OF COURSE!
SIGH STORY OF MY LIFE!
I'M MARK...
...AND I'M SPARKS! WE'RE IN CHARGE OF ELECTRICAL MAINTENANCE IN THIS ZONE. MAYBE WE CAN HELP YOU DEFEAT THE BADNIKS.
I'M ALL EARS!
LATER...
ARE YOU SURE THIS PLAN OF YOURS WILL WORK, GUYS?
TRUST US, TAILS. DISGUISED AS A BADNIK, YOU'LL BE ABLE TO FIND OUT WHERE THEIR SECRET BASE IS!
REMEMBER, IF ANYTHING GOES WRONG, THERE'S ALWAYS 'PLAN B'.
NOW I KNOW WHAT A TIN OF BAKED BEANS FEELS LIKE!

THOSE BADNIKS MAY BE GOING BACK TO THEIR SECRET BASE. . . LET'S SEE IF THIS DISGUISE FOOLS THEM!
SO FAR, SO GOOD! THEY'RE HEADING FOR THAT ABANDONED BUILDING. . .
ULP! THERE'S LOADS OF THEM! NOW I'VE GOTTA FIGURE OUT HOW TO TACKLE THEM ONE BY ONE
LOOK! HE IS NOT ONE OF US!
OOPS! WHAT A GIVEAWAY!
A SPY!
DESTROY HIM!
I THINK IT'S TIME FOR A CHANGE OF TACTICS!

TAILS! TRY TO LEAD THE BADNIKS BETWEEN THE TWO PYLONS!
I HOPE MARKS AND SPARKS CAN PULL THIS OFF!
OKAY SPARKS, NOW!
KA-CHUNK!
ZZAKKKT!
IT WORKED!

THANKS, GUYS! THAT ELECTRICAL FORCE FIELD TOOK CARE OF THOSE CREEPS!
IT'S EASY ENOUGH TO RIG ONE UP. . .
. . .AT LEAST FOR ELECTRICAL GENIUSES LIKE US!
WELL, YOU "GENIUSES" HAVE CAUSED A POWER FAILURE WITH YOUR BRIGHT IDEAS! NONE OF THE MACHINES IN MY CASINO WORK NOW, AND THAT'S LOSING ME MONEY!
ALL YOU CARE ABOUT IS MONEY!
YEAH! TAILS AND THE CHIMPS SAVED US ALL!
SHAME ON YOU, MAX GAMBLE!
LEAVE TAILS ALONE OR WE'LL NEVER PLAY IN YOUR CASINO AGAIN!
OKAY! OKAY! JUST GET IT FIXED QUICKLY!
THANKS FOR RISKING YOUR NECK FOR OUR PLAN, TAILS!
WE MADE A GOOD TEAM!
SPEAKING OF TEAMS, IT'S TIME I REJOINED SONIC, AMY AND JOHNNY!
NO ONE MAKES MAX GAMBLE LOOK A LOSER! WE'LL MEET AGAIN ONE DAY, FOX! YOU CAN BET YOUR LIFE ON IT!
THE END
NEXT ISSUE: ANOTHER TAILS ADVENTURE!

Q ZONE

Q IS FOR QUESTION.
Q IS FOR QUERY.
Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

THE Q ZONE GOES TO HOLLYWOOD WITH A SELECTION OF CHEATS AND TIPS ON MONSTER MOVIE SPIN-OFF GAMES.

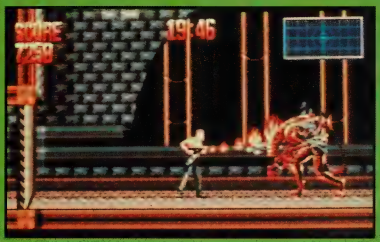
Thanks to **Carla Hodge** from **Gloucestershire** for an ACE letter. **Michaela Clarkson** from **Glasgow** is given maximum respect for her Saturn game playing abilities. Finally, if Megadroid sees any more letters asking for help on *Sonic 1, 2, and 3*, his chips will short out! You've been warned!

Remember that the following codes and moves may take practice to make them work, but keep trying and you'll get to blitz your machine.

ALIEN 3

GAME GEAR

Infinite Time (timer still counts down)	**00B-3DG-3BE**
Infinite Energy	**002-B1C-3B7**
Infinite Lives	**00C-F2A-F79**



ALADDIN

MEGA-CD

Traditional animated films were meant to be like this before computers made them. Here are some tips to help you junk Jaffar:-

CHEATS

On the Options screen, type **A,C,A,C,A,C,A,C,B,B,B,B** to get to the cheats screen. Here you can have **total invincibility**, **start on any level** you please, (but after completing that level you always end up back at level 2) *and* get **freezability** in that the start button will pause the game.

LEVEL SKIP

During any level, press Start to pause the game then enter **A,B,B,A,A,B,B,A** to warp to the next stage.

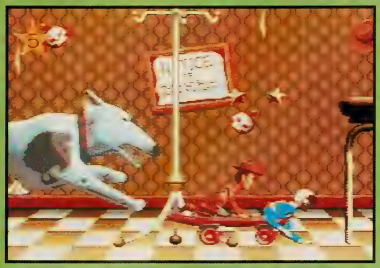
BATMAN RETURNS

GAME GEAR

Infinite Lives	**00A-57A-E6E**
Infinite Special Lives	**004-758-19E**
Start with **eight energy units** after first life	**08B-33A-C42**

TOY STORY

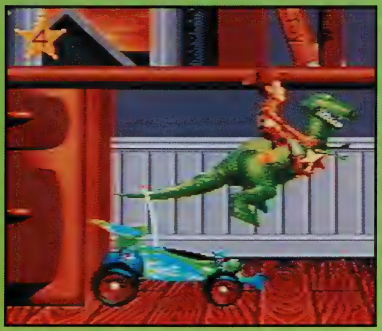
MEGA DRIVE

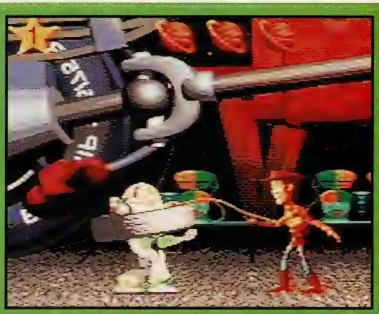


A truly awesome film using the latest computer technology, was hotly followed by a pretty cool computer game, too! Here's how to get the better of flashy Buzz Lightyear:-

LEVEL SKIP

At the Press Start Screen press **A,B, right, A,C,A, down, A,B, right and A.** Do it quickly and you'll hear a laugh. Begin the game as normal and whenever you want to skip a level, press **start** and then **A.**





INVINCIBILITY

To become invincible, make your way to the second stage. When you've put all the toys away, get **seven stars** and then jump into the toy box. Finally, press **Down** for **seven seconds.**

STAR TREK GENERATIONS

GAME GEAR

This game kicks Klingon! My Trekkie spies have been hard at work to bring you these codes for this enterprising game. Beam me up now!

Level codes that allow access to each level:-

1. **HARRIMAN**
2. **DEMORA**
3. **SOREN**
4. **VERIDAN**
5. **OGAWA**
6. **FARRAGUT**

STAR WARS

GAME GEAR

"Use the Force Luke" or alternatively, use these codes instead:-

Infinite energy for all players	**00D-92B-3B7**
	3AD-93B-2A2
Infinite Lives Luke	**3AF-6BA-2A2**

The END

NEXT ISSUE: VECTORMAN!

COOL PATCH COMPO!

Ever thought of jazzing up an old jacket, or even - shock, horror - customising an ancient anorak? Well, you could be in luck because thanks to those generous humes at Sega, *STC* has **80** hip 'n' happening **Sonic 2 Jacket Patches** up for grabs.

If you'd like to win one, simply complete the saying below - you can't afford not to enter, it's *sew* easy:-

"A stitch in time saves ..."

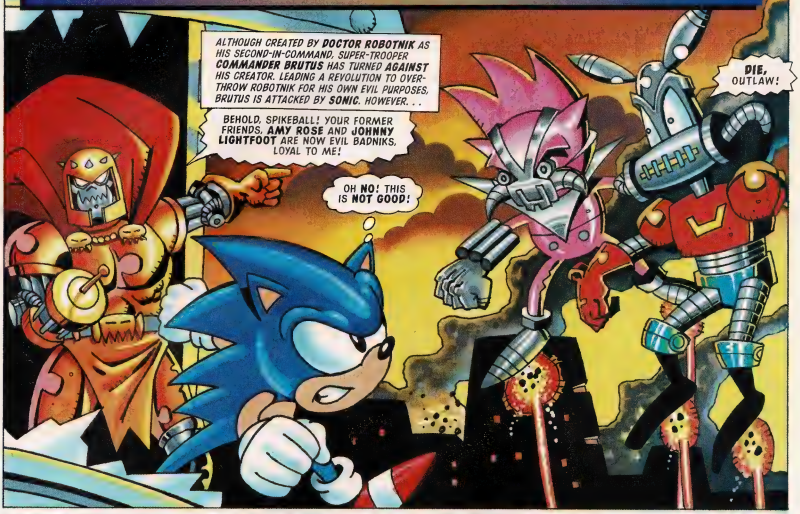
Next, write your answer clearly on either a postcard or sealed down empty envelope, add your name, address and age, and post it to:-

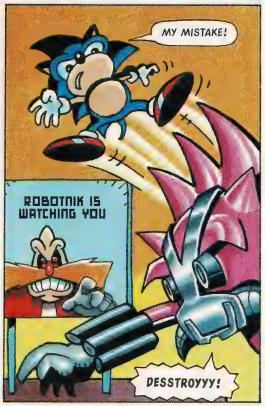
Cool Patch Compo!
Sonic the Comic
25-31 Tavistock Place
London
WC1H 9SU

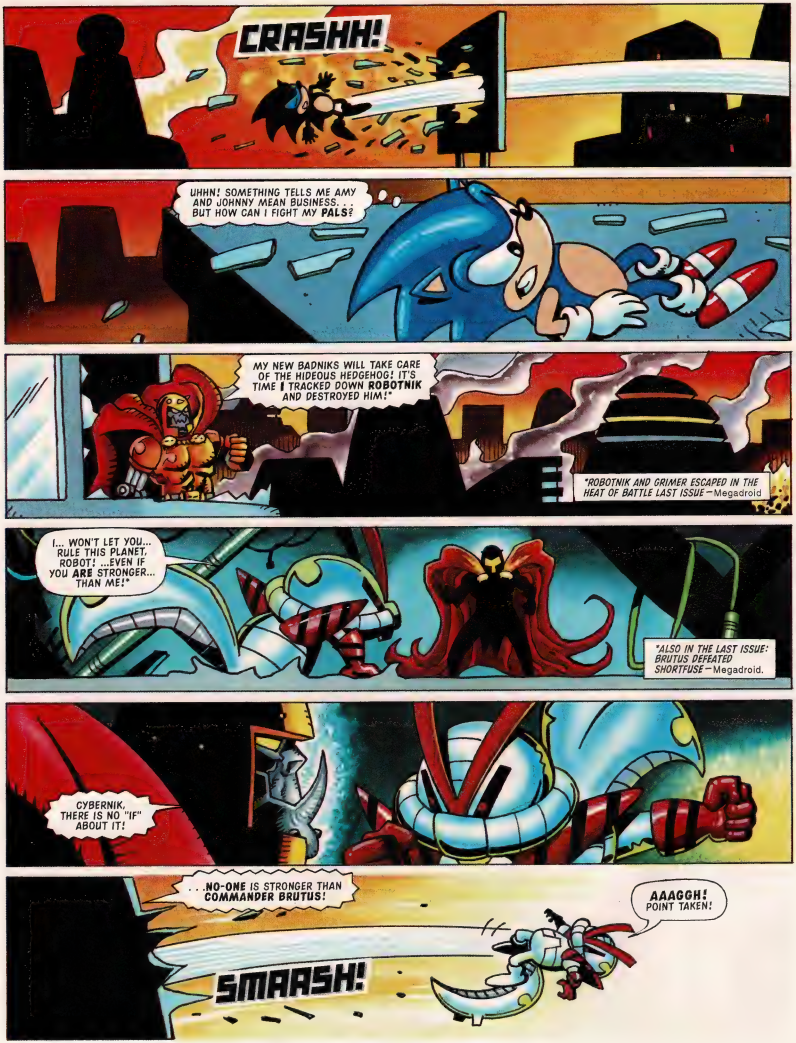
Entries to arrive no later than the closing date of **Friday, 17th July 1996.** The first **80** correct entries selected at random from Megadroid's sewing box will receive a **Sonic 2 Jacket Patch.** The Editor's decision is final and no correspondence will be entered into. Good luck!

SONIC'S WORLD Revolution Part 3

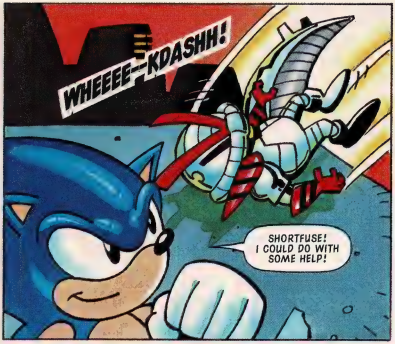
Script: LEW STRINGER
Art: NIGEL KITCHING
Colouring: JOHN M BURNS
Lettering: TOM FRAME

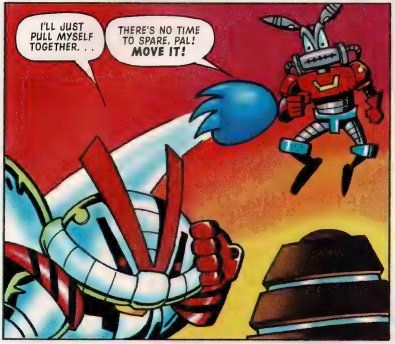

ALTHOUGH CREATED BY DOCTOR ROBOTNIK AS HIS SECOND-IN-COMMAND, SUPER-TROOPER COMMANDER BRUTUS HAS TURNED AGAINST HIS CREATOR. LEADING A REVOLUTION TO OVER-THROW ROBOTNIK FOR HIS OWN EVIL PURPOSES, BRUTUS IS ATTACKED BY SONIC. HOWEVER...
BEHOLD, SPIKEBALL! YOUR FORMER FRIENDS, AMY ROSE AND JOHNNY LIGHTFOOT ARE NOW EVIL BADNIKS, LOYAL TO ME!
OH NO! THIS IS NOT GOOD!
DIE, OUTLAW!

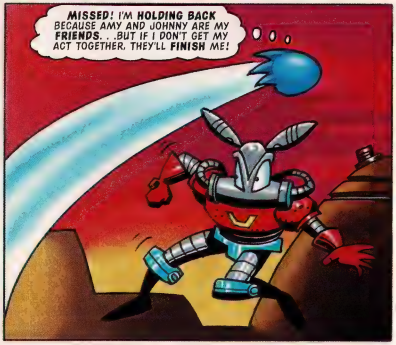


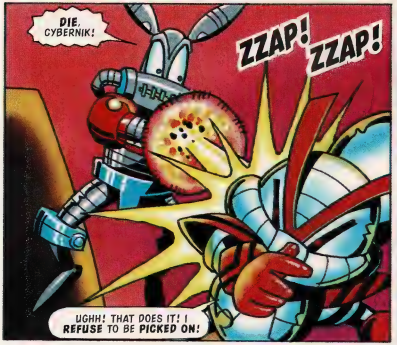

CRASHH!
UHHN! SOMETHING TELLS ME AMY AND JOHNNY MEAN BUSINESS... BUT HOW CAN I FIGHT MY PALS?
MY NEW BADNIKS WILL TAKE CARE OF THE HIDEOUS HEDGEHOG! IT'S TIME I TRACKED DOWN ROBOTNIK AND DESTROYED HIM!"
"ROBOTNIK AND GRIMER ESCAPED IN THE HEAT OF BATTLE LAST ISSUE" — Megadroid
I... WON'T LET YOU... RULE THIS PLANET, ROBOT! ...EVEN IF YOU ARE STRONGER... THAN ME!"
"ALSO IN THE LAST ISSUE: BRUTUS DEFEATED SHORTFUSE" — Megadroid.
CYBERNIK, THERE IS NO "IF" ABOUT IT!
...NO-ONE IS STRONGER THAN COMMANDER BRUTUS!
AAAGGH! POINT TAKEN!
SMAASH!

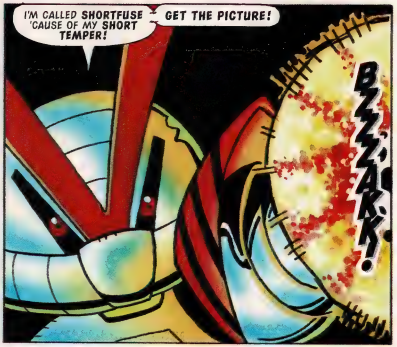
DIE, SONIC!
Y'KNOW, JOHNNY — YOUR CONVERSATION'S A BIT LIMITED SINCE YOU BECAME A BADNIK!
SPOW!
SPING!

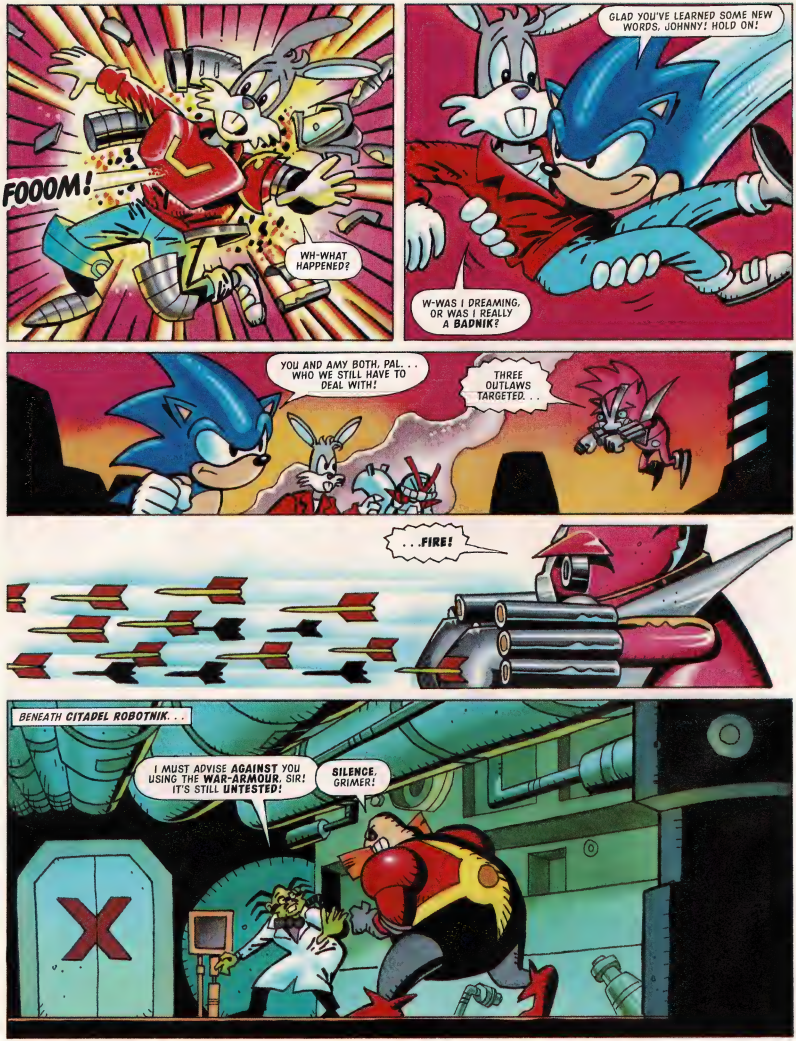

WHEEEE—KDASHH!
SHORTFUSE! I COULD DO WITH SOME HELP!

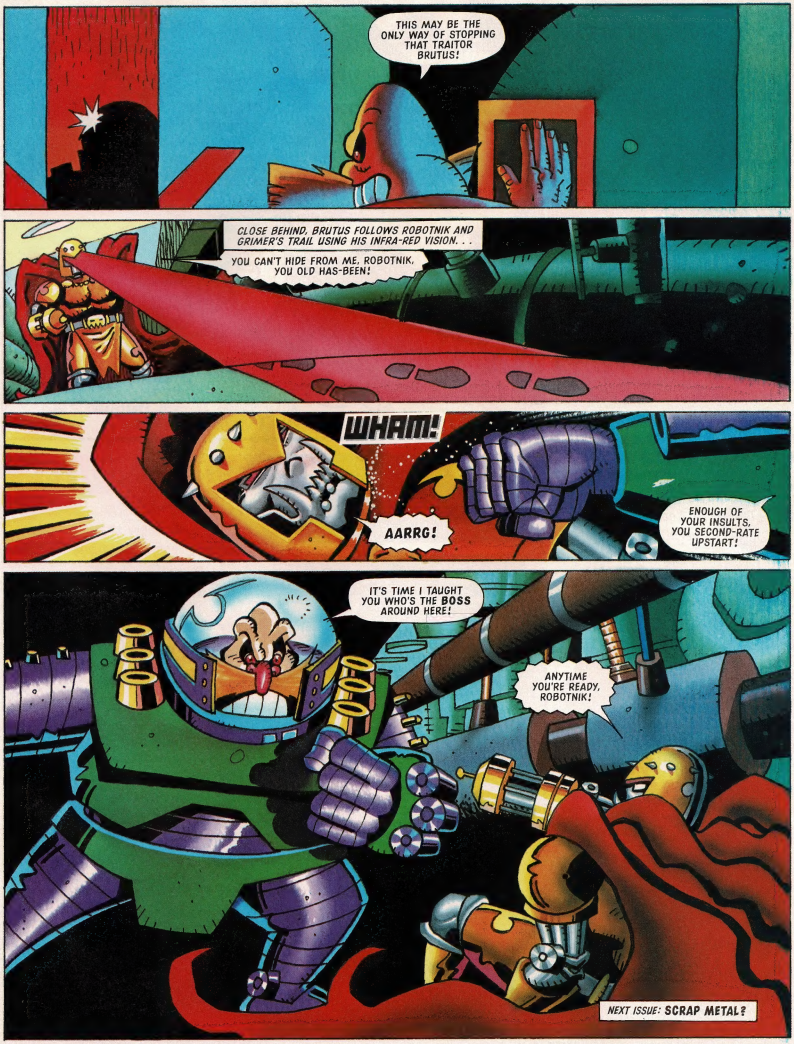

I'LL JUST PULL MYSELF TOGETHER. . .
THERE'S NO TIME TO SPARE, PAL! MOVE IT!


MISSED! I'M HOLDING BACK BECAUSE AMY AND JOHNNY ARE MY FRIENDS. . .BUT IF I DON'T GET MY ACT TOGETHER, THEY'LL FINISH ME!


DIE, CYBERNIK!
ZZAP!
ZZAP!
UGHH! THAT DOES IT! I REFUSE TO BE PICKED ON!


I'M CALLED SHORTFUSE 'CAUSE OF MY SHORT TEMPER!
GET THE PICTURE!
BZZAK!


FOOOM!
WH-WHAT HAPPENED?
GLAD YOU'VE LEARNED SOME NEW WORDS, JOHNNY! HOLD ON!
W-WAS I DREAMING, OR WAS I REALLY A BADNIK?
YOU AND AMY BOTH, PAL... WHO WE STILL HAVE TO DEAL WITH!
THREE OUTLAWS TARGETED...
...FIRE!
BENEATH CITADEL ROBOTNIK...
I MUST ADVISE AGAINST YOU USING THE WAR-ARMOUR, SIR! IT'S STILL UNTESTED!
SILENCE, GRIMER!


THIS MAY BE THE ONLY WAY OF STOPPING THAT TRAITOR BRUTUS!
CLOSE BEHIND, BRUTUS FOLLOWS ROBOTNIK AND GRIMER'S TRAIL USING HIS INFRA-RED VISION. . .
YOU CAN'T HIDE FROM ME, ROBOTNIK, YOU OLD HAS-BEEN!
WHAM!
AARRG!
ENOUGH OF YOUR INSULTS, YOU SECOND-RATE UPSTART!
IT'S TIME I TAUGHT YOU WHO'S THE BOSS AROUND HERE!
ANYTIME YOU'RE READY, ROBOTNIK!
NEXT ISSUE: SCRAP METAL?

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

SNAPPED UP!

Dear *STC*,

It has come to my attention that you are giving away cameras to certain readers. I would like to offer my services as a first class camera checker, in case you're wondering about Boomer satisfaction. What do you think?

Ms Wood, Holm, Orkney Isles.
MD owner - & soon to be - Sonic & Knuckles Camera Winner.

Your timing is perfect, Ms Wood, as the Speedlines prize is scheduled to change after STC 82 (see next issue for details).

Sara Adamson, Bellshill, Scotland.
Sonic & Knuckles Camera Winner.

Michael Lawson, Sprinwell, Sunderland.
Sonic & Knuckles Camera Winner.

Send your e-mail messages to:
stc@egmont.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!

WITHOUT SYSTEM!

Dear Megadroid,

Why have you stopped printing the Master System charts? Back in *STC* 77, Jamie MacTulloch asked if you could include the Saturn charts, but since then the MS has been dropped. It's obvious to me that he meant for you to squash the four existing Sega charts up, in order to fit five systems in!

Mark Teo, Greenwich, London.
MS owner.
Sonic & Knuckles Camera Winner.

Unfortunately, Mark, sources at Sega have confirmed that Master System games and machines are no longer being made. High-powered competition from the Mega Drive and Saturn systems, mean that the 8-bit machine has finally bitten the dust.

DUKE'S RULES!

Dear *STC*,

I am angry that a certain 'hyped-up' echidna, namely Knuckles, has taken over your comic. I demand to see more of Sonic, Tails and Chaotix, and *less* of Knuckles!

Duke Palmer, Exeter, Devon.
Sonic & Knuckles Camera Winner.

Try being calmer Duke. STC has ensured that at least for this issue all your wishes have come true. The bad news for you, however, is that Knuckles returns in STC 82.

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA SONIC & KNUCKLES DISPOSABLE CAMERA, COMPLETE WITH 27 FULL-COLOUR FUJI EXPOSURES.

NEXT ISSUE

WIN!

CASIO POCKET TV's

SUPER SONIC!
FRENZIED FURY FINALE!

SONIC'S WORLD!
BRUTUS BITES THE DUST!

COMPLETE STORY

TAILS!
CHANGING TIMES

NEW TWO-PART STORY

KNUCKLES!
TROUBLED WATERS

PLUS

REVIEW ZONE!
WORLD CUP GOLF!

GRAPHIC ZONE!
SUMMER HOLIDAY!

Q ZONE!
VECTORMAN

STC 82

ON SALE **WEDNESDAY**, 10 JULY '96

£1.20

DATA STRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE ☐ AGE ☐

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 81

☐ %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

OPERATION JellySTORM

Jelly Invaders are made of special highly trained yogurt. Away from the jelly, Jelly Invaders are completely useless. But if you drop them in the delicious jelly and mix them up... the invasion of the Jelly Invaders begins. Cor! What a delicious mess...

Flying Jelly Invaders are 'para-yogurts' that land on top of the jelly to splat it. Sometimes they miss and splat themselves instead.

KEEP OFF THE JELLY

Not even this will stop the invasion of the Jelly Invaders. (They can't read – their school was made of jelly, so they ate it.)

To try and make the Jelly Invaders fall off, the jelly wobbles at 179 wpm (wobbles per minute). But it never works – the jelly doesn't know about their Anti-Wobble devices.

JELLY INVADERS NEED YOU

With your help, the delicious Müller yogurt in one corner can invade the wobbly strawberry or orange jelly in the other.

Jelly Invaders can move very fast to ambush the jelly. Their top speed is 47 mph. (Almost as fast as a car going at 48 mph.)

Jelly Invaders are able to build ladders out of yogurt. It helps them get onto the jelly. But it isn't as easy as it looks. It's a bit squiddy.

Jelly Invaders use spoons to dispose of the jellygnite. They have to eat it before it goes off. (There's a date on the pack that tells them when that is.)

Jelly Invaders are equipped with special Anti-Wobble devices to help them go deep 'underjelly'. Who dares wobbles.

These Jelly Invaders are wearing camouflage to sneak up on the jelly. Their camouflage is so good that you don't know where they are. And neither do they.

This Jelly Invader is in charge. As the most important one you should always call it 'Sir.' It's the polite thing to do.

müller